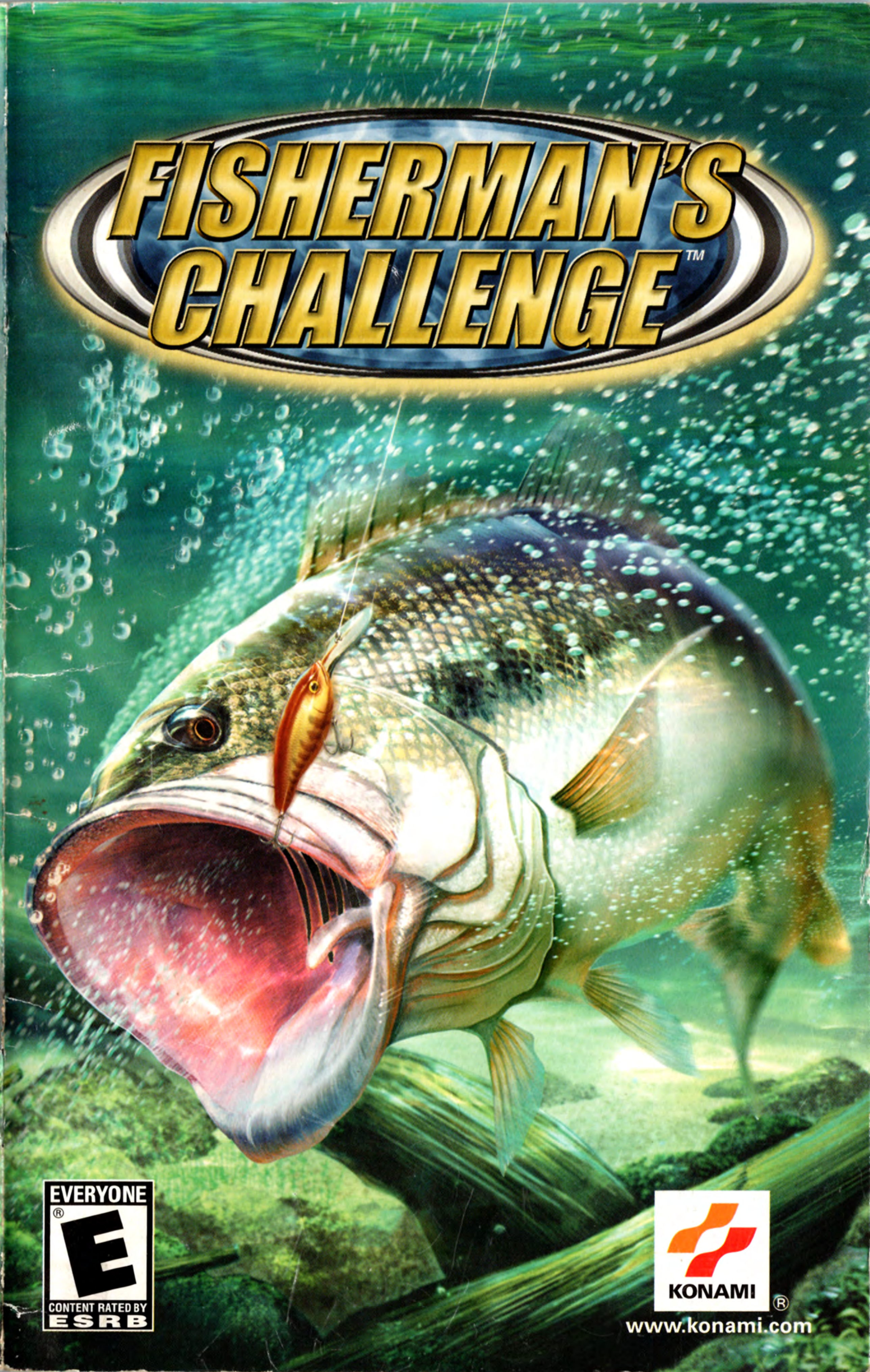
FISHERMAN'S CHALLENGE™



EVERYONE

CONTENT RATED BY ESRB

KONAMI®

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WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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Thank you for purchasing FISHERMAN'S CHALLENGE™. Please read this manual before starting play. Doing so will allow you to get the most out of your gaming experience. Additionally, please keep this manual in a safe place, as Konami will not reissue it.

PLEASE NOTE: At Konami, we are continuously striving to improve the quality of our products to make them safer and more enjoyable for our customers. As a result, there may be slight differences among products of the same type, depending on the date of purchase.

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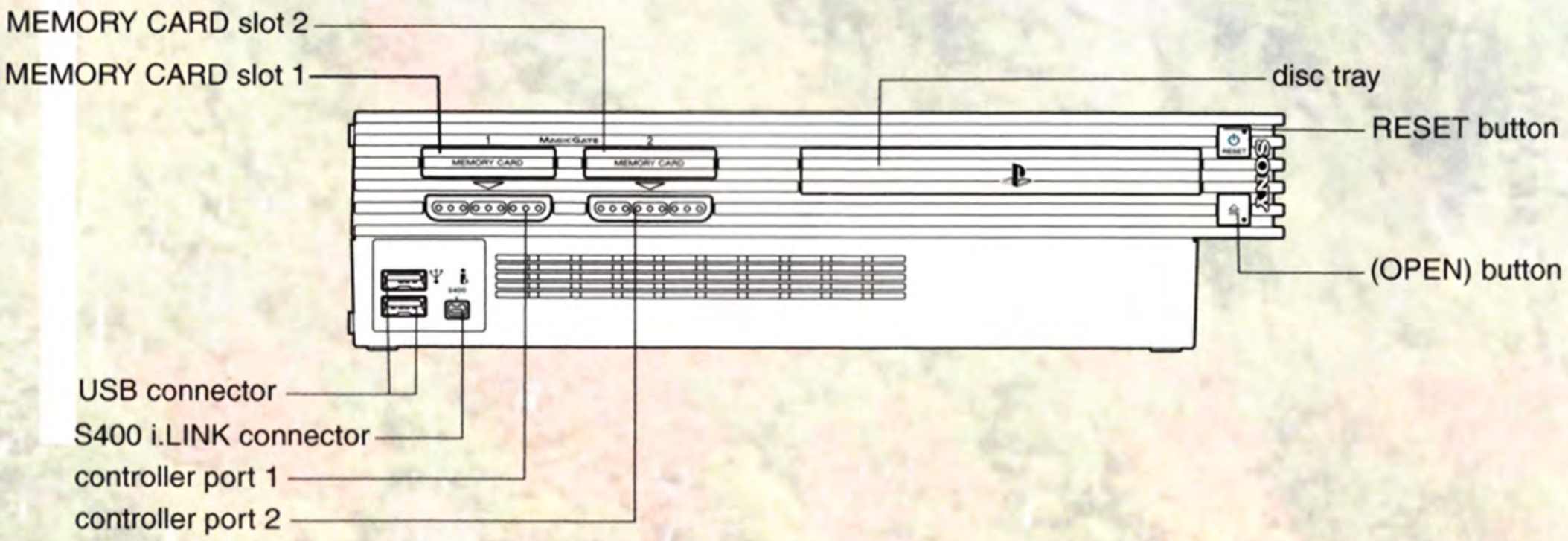
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the **Fisherman's Challenge™** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals as appropriate. Follow on-screen instructions and refer to this manual for information on using this software.

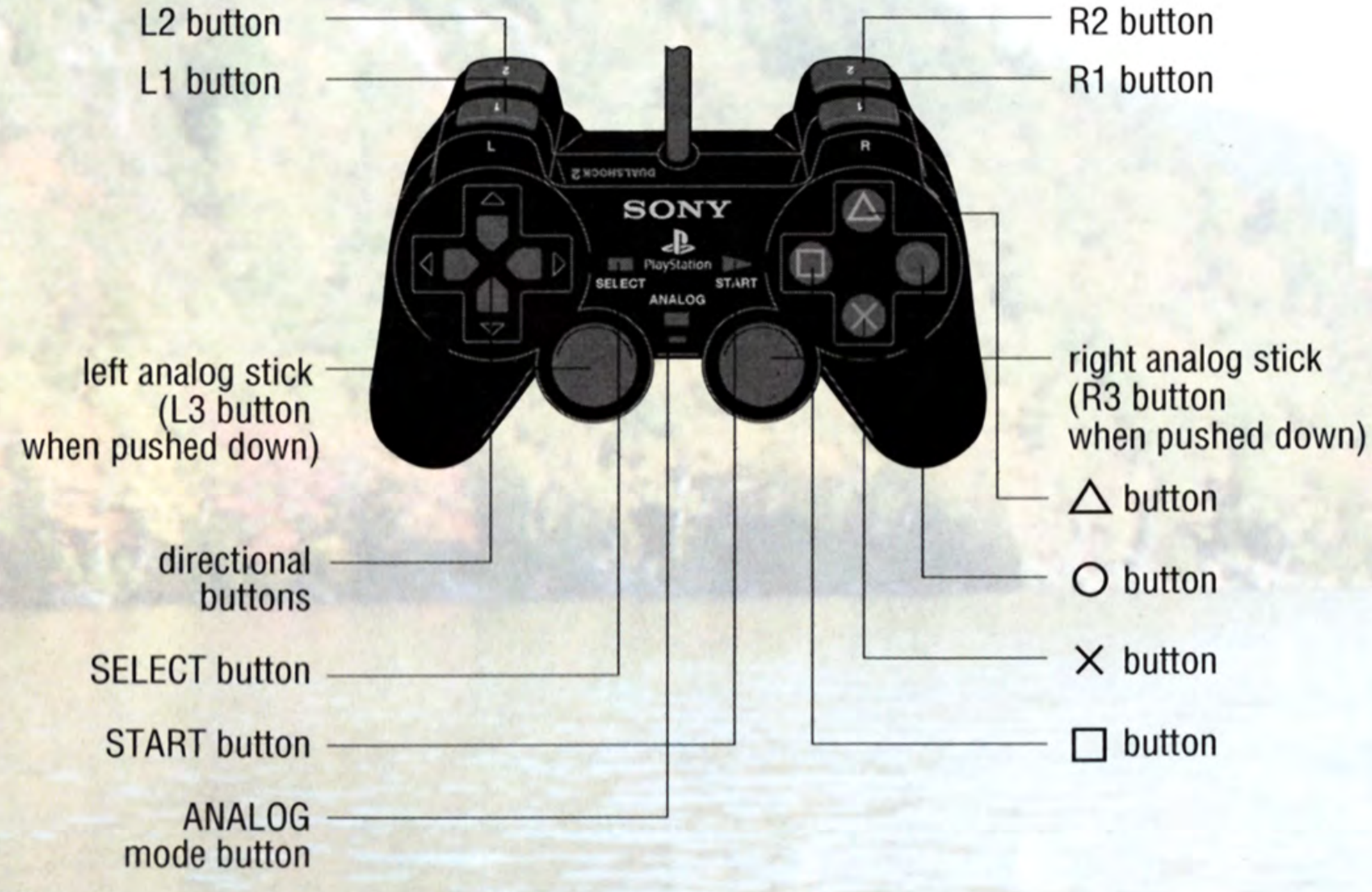
Memory Cards

To save game settings and progress, a memory card (8MB) (for PlayStation®2) is required. Insert the memory card into MEMORY CARD slot 1 (MEMORY CARD slot 2 is not used) of the PlayStation®2 computer entertainment system before starting play. You can load your saved games from the same memory card, or from any memory card (8MB) (for PlayStation®2) containing previously saved **Fisherman's Challenge™** games. For more information on saving and loading, see pages 15 and 26.

NOTE: **Fisherman's Challenge™** uses at least 210KB of memory card data to save each game. Make sure there is enough free space on your memory card before starting play. Do not insert or remove a memory card while saving/loading games or after the power has been turned ON.

CONTROLLER

DUALSHOCK®2 Analog Controller Configuration



This game is compatible with the DUALSHOCK®2 analog controller and the DUALSHOCK® analog controller. Connect a controller to controller port 1 of the PlayStation 2 console when playing with one player, and connect controllers to the controller ports 1 and 2 when playing with two players.

DUALSHOCK®2 analog controller

- You cannot switch between analog mode and digital mode in this game. The analog mode indicator LED is always red.
- Set Vibration to ON to enable a vibration effect that corresponds to the fishing action. Vibration can be turned on/off from Options. See Options, page 26.

Menu Screen Controls

All menu screens are maneuvered using common commands. See page 5 for a description of button commands during fishing.

left analog stick/direction buttons: select items, move cursor

⊗ **button:** enter, advance to next screen
◎ **button:** cancel, return to previous

MAIN MENU

Tournament
Become a bass angler and compete for the championship over several years as you work to become the top professional bass angler.

Variety
Enjoy fishing under diverse fishing conditions and rules. You can also compete against other players.

Free Fishing
In this mode you can select the stage, time, and weather and enjoy bass fishing as you like it.

Tackle Box
View a list of tackle that can be used in the Tournament Mode and the Free Fishing Mode.

Aquarium
Take a look at the fish caught in the Tournament Mode and the Free Fishing Mode.

Records
View trophies earned in the Tournament Mode and confirm your rankings in the Variety Mode.

Options
Change various game settings.

GAME CONTROLS: ON THE BOAT

Move around the water

left analog stick	move boat (boat stops when in neutral position)
left analog stick up	accelerate
left analog stick left/right	steer
left analog stick down	reverse
⊗ button	go to On Board Screen
START button	Pause Screen (See Pause Screen, P.6)

On Board Screen

The boat is stopped. Here you can select tackle and move by electrically powered motor.

The controls for the electrically powered motor are the same as on the Boat Movement Screen.

⊗ button	go to Casting Screen
▣ button	Select Tackle (See Tackle Box Screen, P.22)
START button	Pause Screen
SELECT button	View Livewell (See Livewell Screen, P.12)
◉ button	go to Boat Movement Screen

GAME CONTROLS: ON THE BOAT

Pause Screen

Press the START button to bring up the Pause Screen.

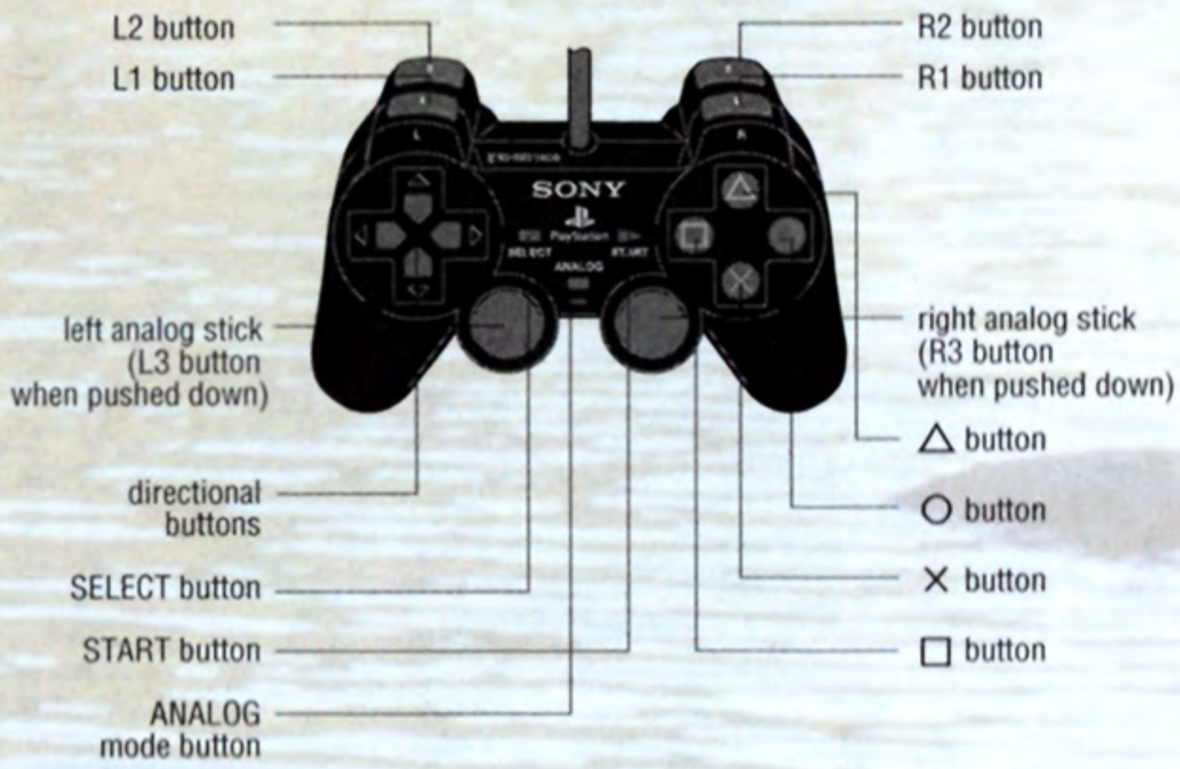
Continue	return to the gameplay screen
Retire	stop fishing
Vibration	See Options, P.26
Unit	See Options, P.26
Sound Option	See Options, P.26

GAME CONTROLS: CASTING

Cast your lure to begin fishing.

Casting Screen

The Casting Cursor is the spot where the lure will be cast.

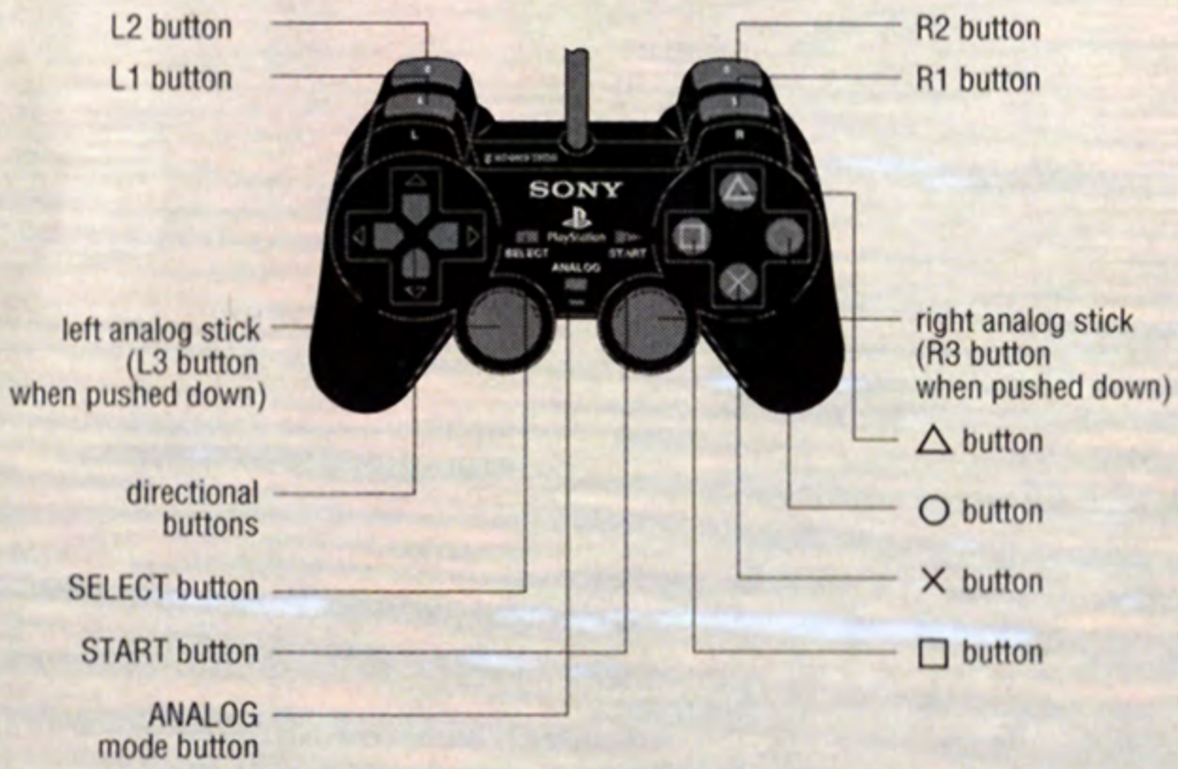


left analog stick	move Casting Cursor to casting spot
L1, L2 / R1, R2 buttons	switch camera view
L3 button/⊗ button	cast (display switches to Retrieve Screen)
START button	Pause Screen
SELECT button	View Livewell
◉ button	go to On Board Screen

GAME CONTROLS: RETRIEVING

After casting, you reel in the fishing line. The way you work the fishing rod and how you tighten/slacken the line all change the movement of the lure. Move the lure properly and fish will become attracted to it. Unless you work the lure skillfully, the fish will be uninterested.

Retrieve Screen



left analog stick	change fishing rod direction
right analog stick	rotate clockwise to retrieve line
L3 button/⊗ button	sink the hook
L1/R1 buttons	switch camera
directional button ⬅, ➡/ L2 button, R2 button	switch drag
START button	Pause Screen (See Pause Screen, P.6)
◎ button	go to On Board Screen

GAME CONTROLS: RETRIEVING

Sink the Hook

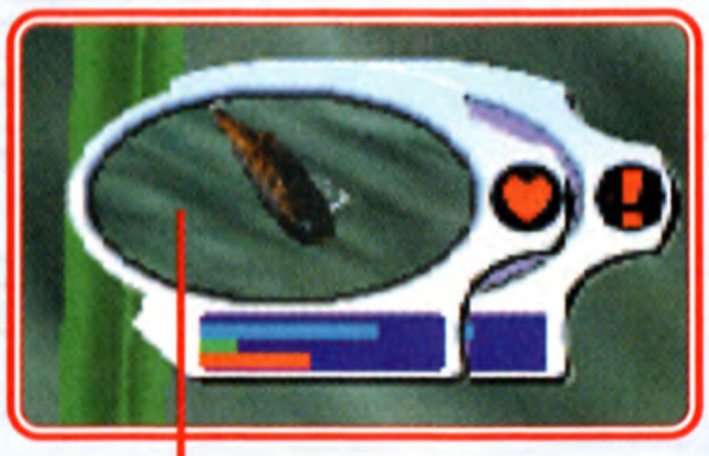
The controls to sink the hook should be performed the instant a fish attacks the lure. If you successfully sink the hook, the words "Fish On!" are displayed on the screen and the game screen switches to the Fighting Screen.

Fish Mood Indicator Window

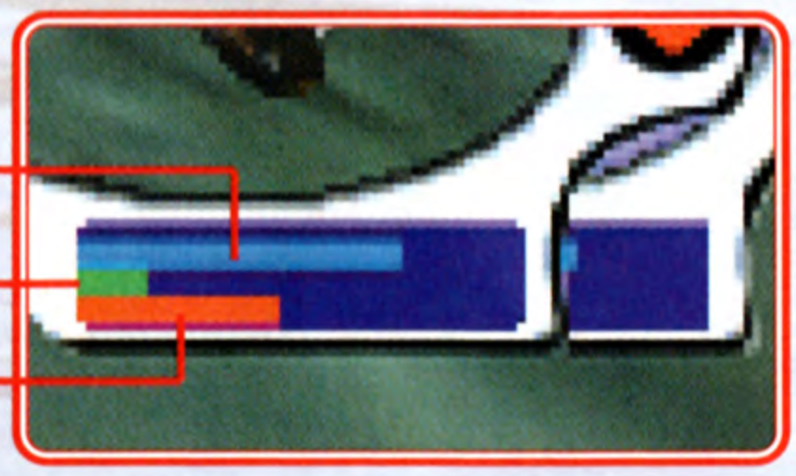
The Fish Mood Indicator Window is displayed when a fish has taken an interest in the lure or the boat. It indicates the temperament of that particular fish. When there is more than one fish, up to two windows are displayed overlapping one another, and the window in front shows the mood of the fish closer to the lure. The Fish Mood Indicator Window includes three types of information: the Fish Mood Lens; the Fish Mood Meter; and the Fish Mood Icons.

Fish Mood Lens

This is the view from the perspective of the fish. It shows you the color of the lure from the position of the fish.



Fish Mood Meter



GAME CONTROLS: RETRIEVING

Relaxation
The degree of relaxation (lack of caution) of the fish. This meter is expressed by the green bar graph, and the longer it is, the less cautious the fish is. The lower its degree of relaxation the less likely a fish is to attack the lure. If you continue to fish the same area, the degree of relaxation of the fish in that area will gradually decrease.

Activity
The activity level of the fish. This meter is expressed by the blue bar graph, and the longer it is, the higher the level of activity. Fish activity increases when the temperature of the water is favorable, and they actively pursue the lure.

Hunger
A measure of how hungry the fish is. This meter is expressed by the red bar graph, and the longer it is, the hungrier the fish. Fish are generally hungry during the daybreak and dusk hours, during which time they feed heavily.
* Daybreak: one hour around dawn
* Dusk: one hour around sunset

Fish Mood Icons

These icons indicate the temperament of the fish:

Heart Icon	The lure looks attractive to the fish.
! Icon	The fish is surprised or angered by the lure.
? Icon	The fish is interested in the lure, but is not sure what it is.
No Icon	The fish is not paying attention to the lure.

GAME CONTROLS: FIGHTING AND LANDING

If you successfully hook a fish while retrieving, reel in the line to bring in the fish. The controls are the same as during retrieving, except that the line will pull differently depending on the fish. When trying to land a fish, don't just reel in the line but also make sure to work the rod and adjust the drag.

Fighting Screen

Tension Meter

This is an indication of how tight the line is. When the line becomes loose, the Tension Meter becomes shorter, and when the line becomes tight the Tension Meter becomes longer. If the line stays loose, the Hook Meter is narrowed. Conversely, if the line stays tight, the Tension Meter becomes short vertically, and the fishing line is more likely to break.

Hook Meter

This indicates how securely the hook has been sunk. The Hook Meter decreases unless you do a good job in matching the rod with the movement of the fish. If the meter disappears, the words "Hook Off" are displayed on the screen and the hook is lost.

Drag

The tightness of the drag can be adjusted to three separate levels, 1 (light) to 3 (heavy).

Arrow

You can keep the Hooking Meter from dropping by moving the rod in the direction of the arrow.

GAME CONTROLS: FIGHTING AND LANDING

Landing Screen

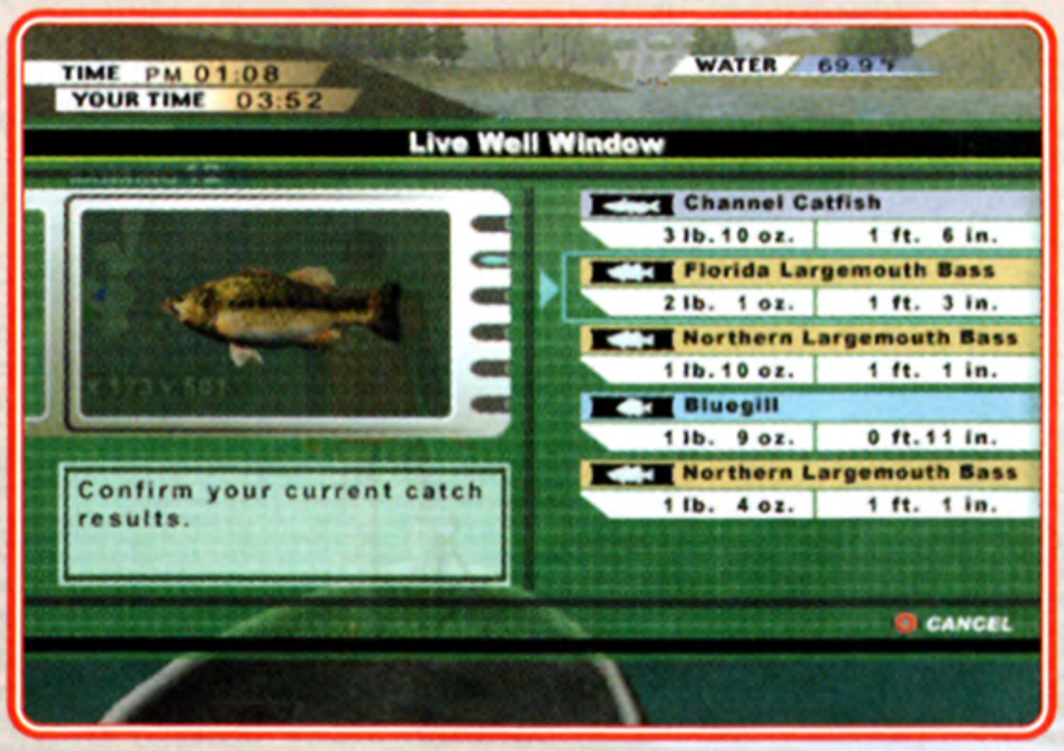
When the fish has been reeled in close to the boat, you can land the fish. The value of the Hook Meter immediately before landing becomes the success region of the Landing Meter.

Landing Meter

The success region is displayed in the center of the Landing Meter. Press the L3 button/⊗ button to stop the pointer moving to the left and right, and if it stops on the success region, the fish is successfully landed. If the landing is unsuccessful, the fish escapes.

Livewell Screen

Up to five fish that have been caught can be kept in the Livewell on the boat, and their "Fish Type," "Weight," and "Length" can be confirmed. If there are already five fish in the Livewell when a fish is caught, move the cursor up and down to select a fish to replace. Fish in the Livewell are transferred to the Aquarium, where they can be viewed at any time. See Aquarium, P.23


TIME PM 01:08
YOUR TIME 03:52
WATER 69.9°F
Live Well Window
Channel Catfish
3 lb.10 oz. 1 ft. 6 in.
Florida Largemouth Bass
2 lb. 1 oz. 1 ft. 3 in.
Northern Largemouth Bass
1 lb.10 oz. 1 ft. 1 in.
Bluegill
1 lb. 9 oz. 0 ft.11 in.
Northern Largemouth Bass
1 lb. 4 oz. 1 ft. 1 in.
Confirm your current catch results.
CANCEL

Fish can only be transferred to the Aquarium in the Tournament Mode and the Free Fishing Mode.

TOURNAMENT

In this mode you become a professional Bass Angler and enter in tournaments as you aim for the championship throughout the year.

Boat Movement and Play Screens

Retrieving and Landing Screens

Select Character/Enter Name

Choose "NEW DATA" when playing for the first time and "CONTINUE" to continue previous gameplay. If playing for the first time, you select a new player character. After you have selected a character you advance to the Name Entry Screen. Move the cursor to input letters and choose "End Input" when finished.

TOURNAMENT

Home Screen

This is the basic screen of the Tournament Mode.

* A cup is displayed next to tournaments that have been won previously.

Participate in Tournament

Participate in a tournament being held in the current month.

Next Tournament

Sit out the tournament held in the current month and advance time to the next month that a tournament is held. Tournaments for which you do not meet the participation criteria are skipped.

Calendar

Confirm the schedule of tournaments being held throughout the year. Move the cursor over the calendar to switch the tournament that is displayed. If that tournament is available to you, press confirm to proceed.

TOURNAMENT

Fishing Shop

Use your funds (BAG) to purchase tackle. Lures that you have lost during tournament play can be purchased here.

- You can only have one type of rod and reel.
- You can have up to nine (9) of the same lure.

Tackle Box

Confirm your current tackle.
See Tackle Box, P.22

Save & Quit

Save the current game conditions or quit the game and return to the Main Menu.

Saving the Game

Game data can be saved on a memory card (8MB) (for PlayStation®2). The records from all modes in this game are saved as a game data file. Only one game data file can be saved per memory card (8MB) (for PlayStation®2). 210KB of available space is required to save game data.

The memory card (8MB) (for PlayStation®2) must be properly inserted into the MEMORY CARD slot 1 of the console in order to use. Do not insert/remove the memory card (8MB) (for PlayStation®2) or turn off console power while data are being saved. There is a risk that data may be lost.

Flow of a Tournament

Tournament Start

The name of the tournament and the victory conditions are displayed, and the tournament starts.

Morning

Tournaments start at 6:00 AM. The morning part of the tournament lasts four hours, between 6:00 AM and 10:00 AM.

TOURNAMENT

Morning Weigh-in
You must return to the starting point by 10:00 AM. For each minute that you are late you are penalized 3 oz. You are disqualified if you are more than one hour late. In some tournaments you may be disqualified if you have not caught any fish by this point.

Afternoon
The tournament recommences for four hours in the afternoon from 1:00 to 5:00 PM. The weather may be different in the afternoon.

Final Weigh-in
You must return to the starting point by 5:00 PM. Like the Morning Weigh-in, you are penalized 3 oz. for each minute that you are late, and are disqualified if you are more than an hour late.

Rules

There are two types of tournaments.

Total Weight Participants compete for the highest combined weight of five fish.

Best Weight Participants compete for the highest weight of a single fish.

Prize Money and Year Points

You are awarded year points (Pts) if you place in the top 20 in the tournament. Your year points are tallied from September to August of the following year, and the total points are used in determining your year ranking. If your year points at the end of July exceed a certain number of points, you are allowed to participate in the Final Tournament held in August. Your year points are reset at the end of August. Prize money is added to your funds.

Prizes

You are awarded a prize (tackle) if you win a tournament. Once you have earned a tackle it can then be purchased from the shop.
Note: Prizes cannot be earned twice in the same tournament.

TOURNAMENT

Classes

There are three angler classes. When you are playing for the first time, you start from the Novice Class. Each class has thirty anglers, and every year anglers may be promoted/demoted. The criterion for promotion is winning the Final Tournament in August (there is a Final Tournament for each class). To participate in the Final Tournament you must earn a set number of year points (Pts) by the end of July. The criterion for demotion is finishing last in the year rankings at the end of August (the end of the fishing year).

Novice Class

Four tournaments are held per year. To participate in the Novice Final Tournament in August you must have earned ten or more points in the three prior tournaments. If you win the Novice Final Tournament you are promoted to the Semipro Class.

Semipro Class

Five tournaments are held per year. To participate in the Semipro Final Tournament in August you must have earned twenty or more points in the four prior tournaments. If you win the Semipro Final Tournament you are promoted to the Professional Class.

Professional Class

Nine tournaments are held per year, with a tournament being held each month. To participate in the Professional Final Tournament in August you must have earned forty or more points in the eight prior tournaments. If you win the Professional Final Tournament, the game ending is shown. The game can continue to be played after the ending has been shown.

VARIETY

This mode is for enjoying fishing under a variety of fishing rules. Two player VS play is also possible. Your personal tackle (saved game data) cannot be used.

Total Weight

Compete for the highest total weight of five bass.

Increasing Weight

You must catch a fish (there are no restrictions regarding type) that is heavier than the fish caught previously. A fish that is lighter than the fish caught previously is not counted. When time is up you are forced to weigh-in.

Remaining time
Next Weight (minimum weight of fish that must be caught next)
TOTAL 1 lb. 9 oz.
NEXT WEIGHT 1 lb. 9 oz.
07:17
LINE 0 ft. 0 in.
DEPTH 0 ft. 4 in.
X.691 Y.282
LANDING

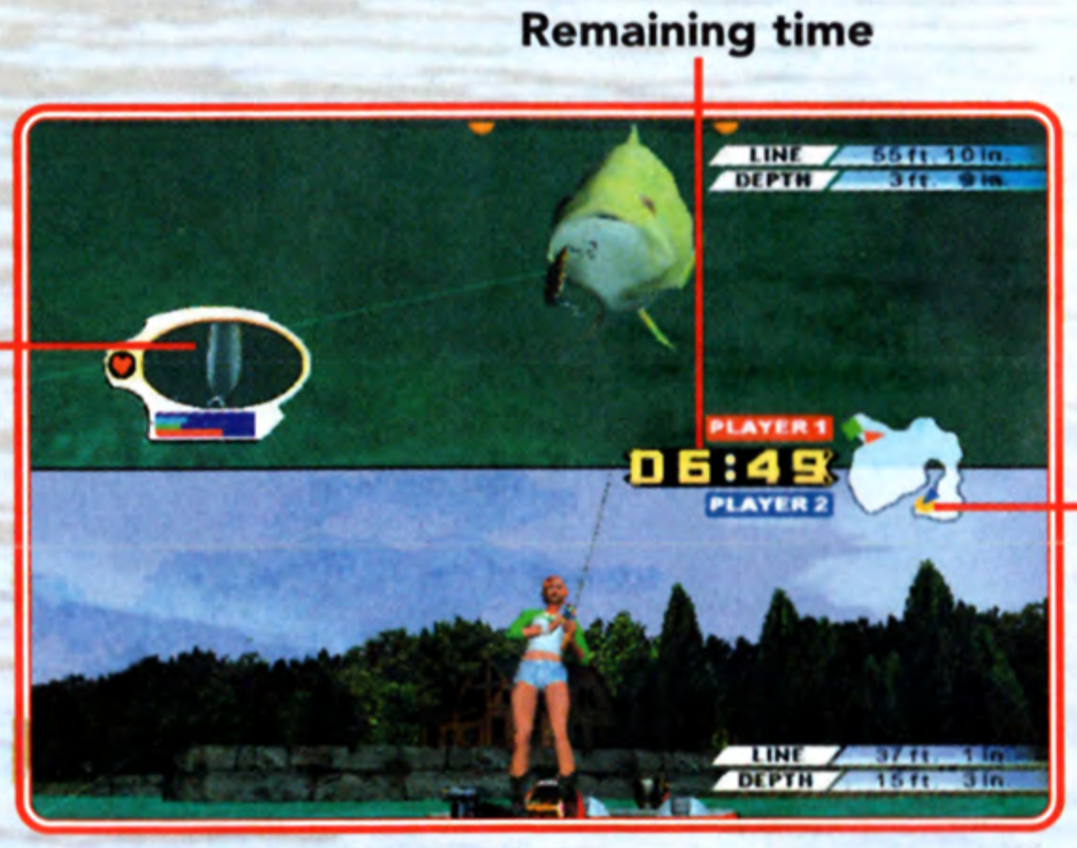
VARIETY

Race

Three areas are designated within the lake, and you must catch a fish (there are no restrictions regarding type) from each area and then proceed to the goal. Participants compete for the best time.

Guardian Spirit (for VS play)

A lake is inhabited by a Guardian Spirit fish, and you compete to catch the Guardian Spirit fish before your opponent. The spot where the Guardian Fish is located is displayed on a simple map.


Remaining time
Guardian Spirit view (view from the Guardian Spirit fish)
Guardian Spirit fish (point on the map where the Guardian Spirit fish is located displayed in gold)
LINE 55ft. 10in.
DEPTH 3ft. 9in.
PLAYER 1
06:49
PLAYER 2
LINE 37ft. 1in.
DEPTH 15ft. 3in.

VARIETY

Battle (for VS play)

A divider in the middle of a "battle gauge" moves up and down to correspond to the weight of a caught fish. Players catch one fish after the other, and the player to push the gauge divider all the way to their opponent's end of the gauge first wins.

Remaining time

Battle Gauge

High Score Ranking

When playing with one player, if you place in the top seven in Total Weight, Increasing Weight, or Race, you can enter your name. Rankings can be viewed in the Records Mode. See Records, P.25

Saving

See Saving the Game, P.15

FREE FISHING

In this mode you move by boat in search of fish and can fish without any restrictions or rules. You can set the month and the weather at the start. You are able to use tackle that has been registered in the Tournament Mode. If you choose not to use this tackle, then the default tackle for that character is used.

The play screens are the same as in the Tournament Mode. See Tournament, P.13

Select Character

Select a character.

Select Stage

Select a stage to serve as the fishing point. The number of stages that can be selected increases in line with your performance in the tournaments.

Select Month, Time, Weather

Select the month, start time, and weather. Select Yes at the Confirm Screen to start.

Saving

You can save fishing results at the end of a day.

See Saving the Game, P.15

TACKLE BOX

You can confirm your tackle. Tackle can be used in the Tournament and Free Fishing Modes.

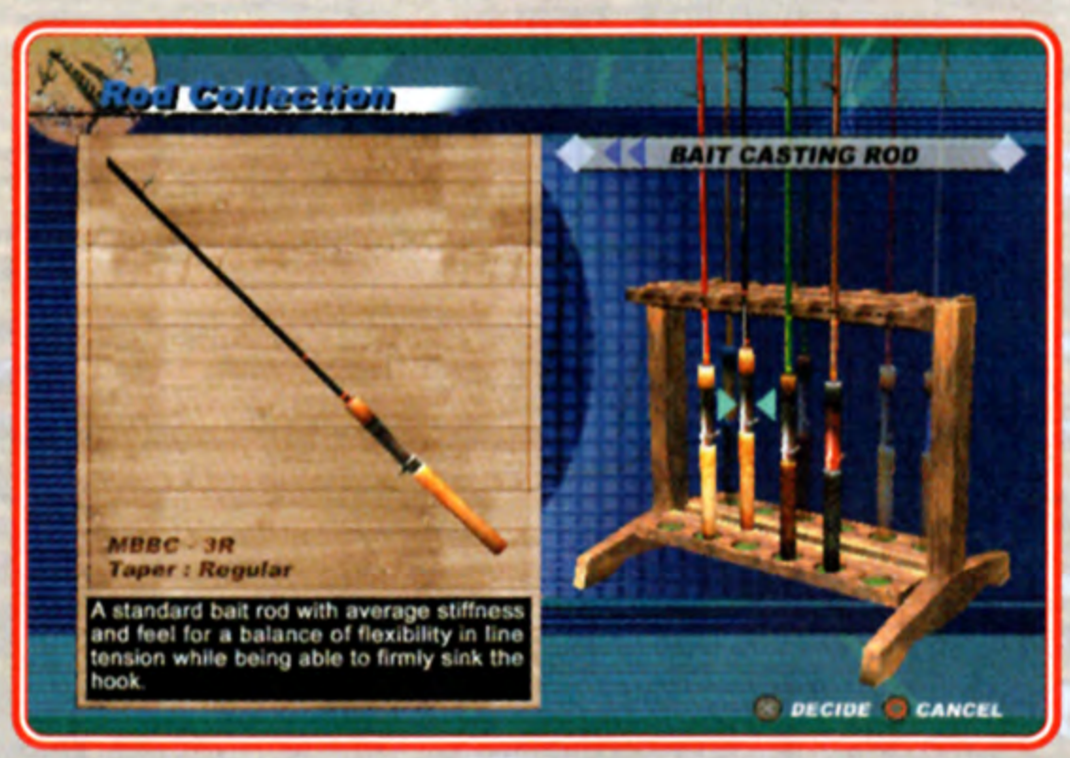
Tackle Box Screen

Move the left analog stick (directional button) up and down to select Lure, Rod, or Reel, and press the ⊗ button to confirm.

Lure (number of lure types currently held/total number of lure types)
Rod Spinning Rods and Bait Casting Rods
Reel Spinning Reels and Bait Casting Reels

Lure Collection Screen

Rod Collection Screen


Rod Collection
BAIT CASTING ROD
MBBC - 3R
Taper : Regular
A standard bait rod with average stiffness and feel for a balance of flexibility in line tension while being able to firmly sink the hook.
DECIDE
CANCEL

Reel Collection Screen

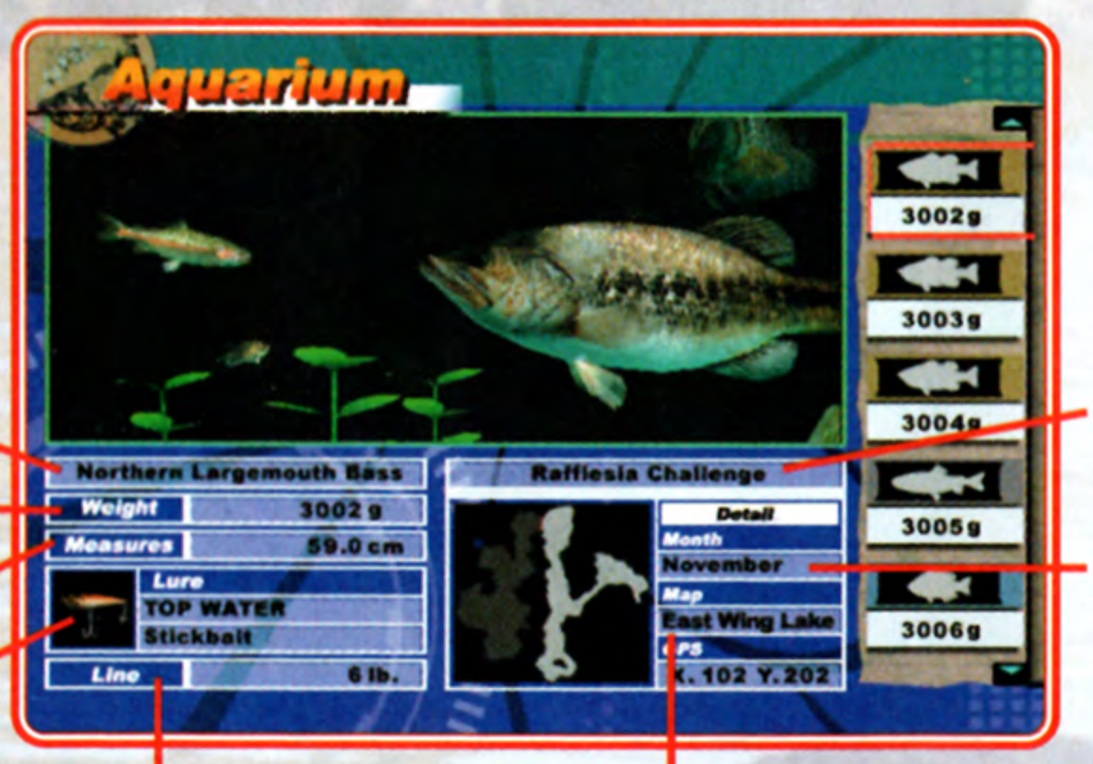
Reel Collection
A reel with a very thin line. The line is not easily detected by the fish.
SPINING REEL
NAME : MBSP-502R LINE : 5 lb
DECIDE
CANCEL

AQUARIUM

Fish that are caught in the Tournament Mode and in the Free Fishing Mode can be viewed at any time in the Aquarium. A maximum of ten fish can be put into the Aquarium. To put fish into the Aquarium, fish kept in your Livewell at the end of the day in both modes must be transferred into the Aquarium.

Aquarium Screen

Select a fish using up and down on the left analog stick (directional button) to bring up data on that fish.



Type of Fish

Weight

Length

Lure (lure used when fish was caught)

Line (strength of line, i.e. the reel, when fish was caught)

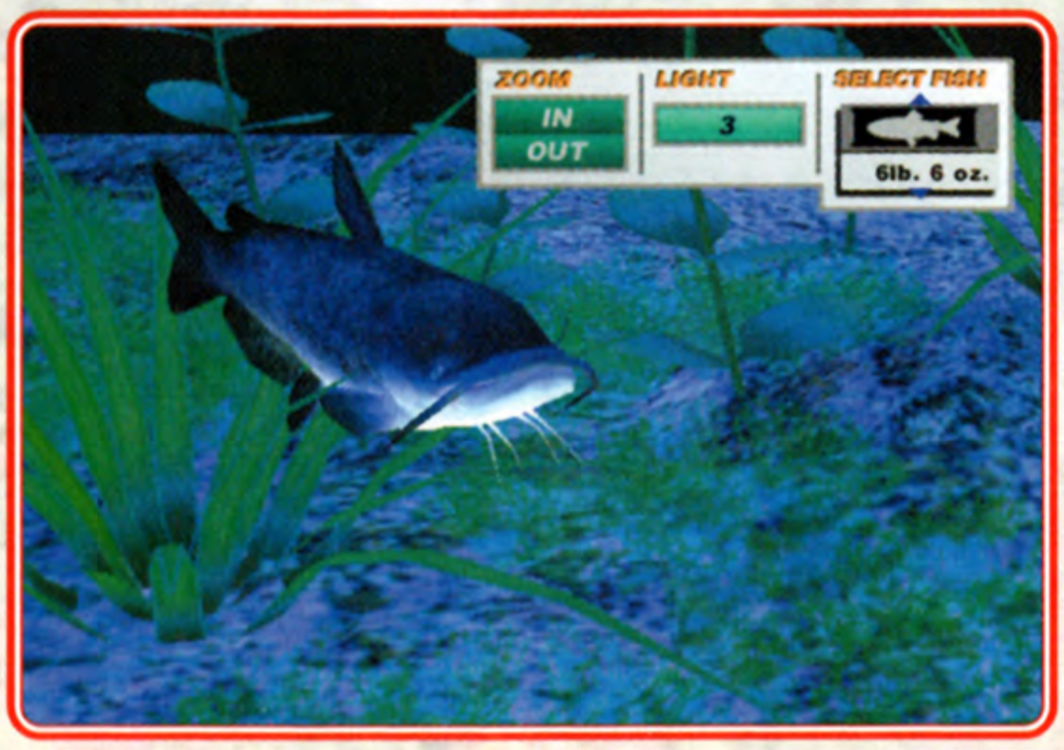
Stage (stage where fish was caught)

Name of Tournament (or Free Fishing Mode) fish was caught in

Month (month in which fish was caught)

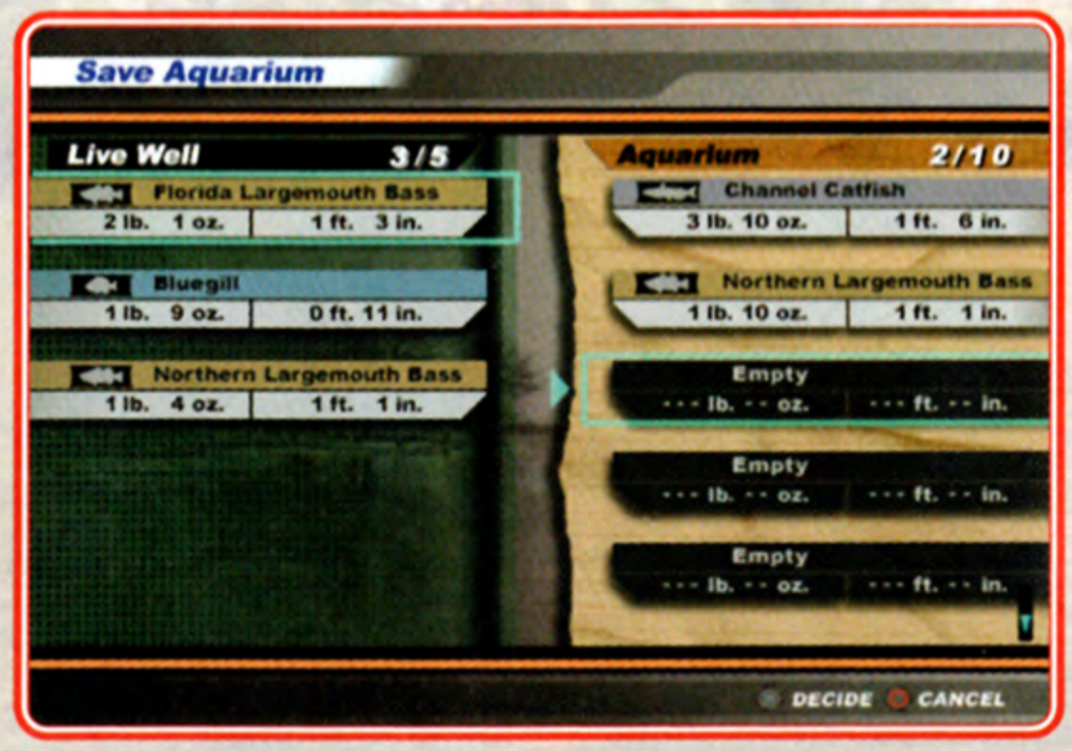
AQUARIUM

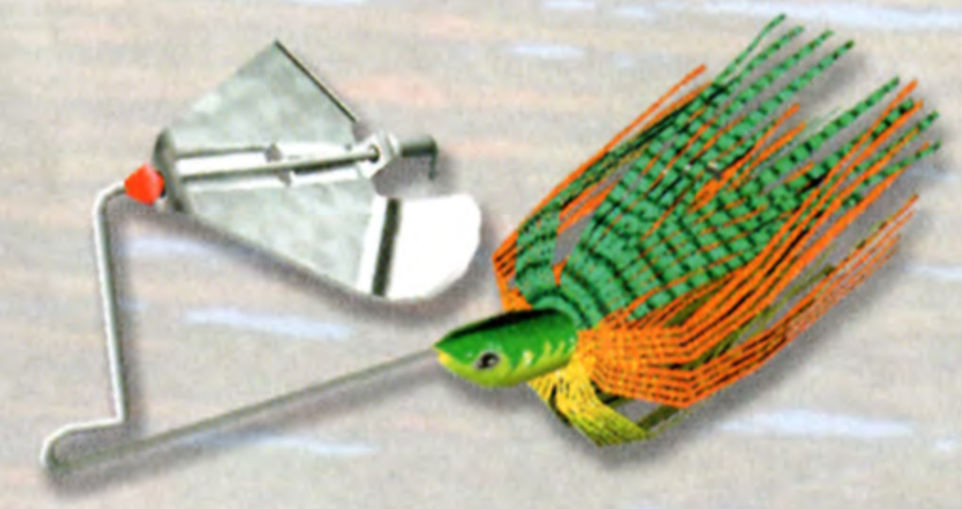
Press the SELECT button to make the Display Full Screen. You can press the ⊗ button to display the operating panel and from there change the lighting and camera.



Transferring Fish from the Livewell

Fish can be transferred from your Livewell into the Aquarium when fish are weighed in the Tournament Mode or when you return to the starting point in the Free Fishing Mode. Move the cursor up/down to select a fish to put into the Aquarium. When the Aquarium is full you must first select the fish to be replaced.





RECORDS

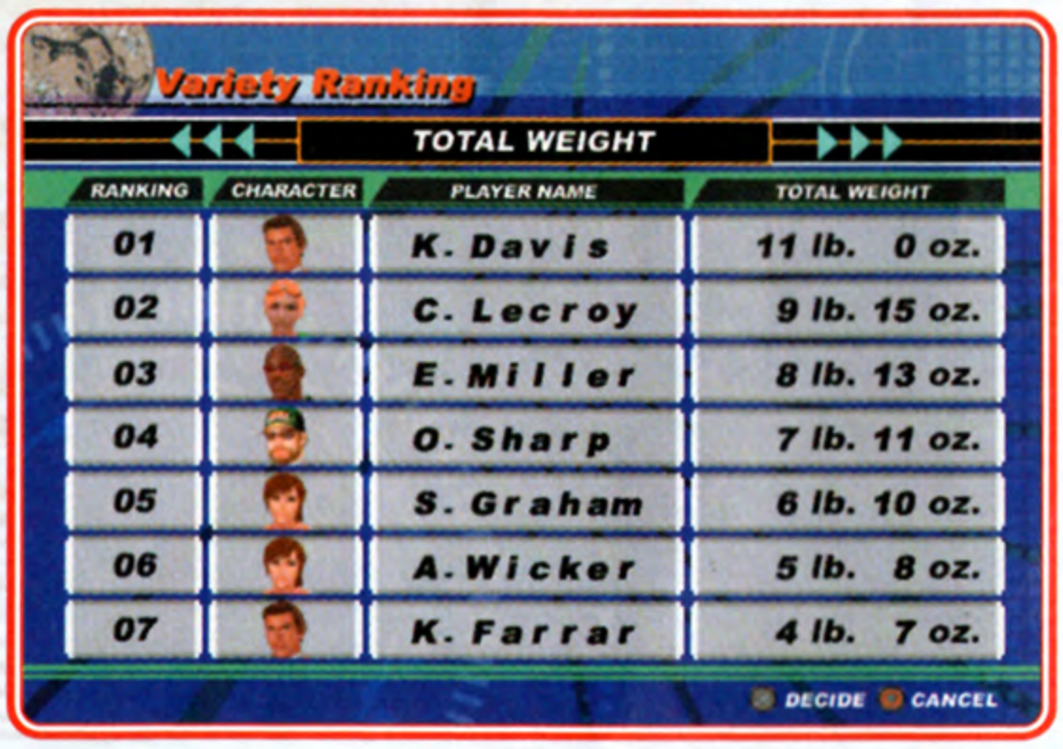
Trophies earned in the Tournament Mode and the high score rankings can be confirmed.

Trophies

View trophies earned in the Tournament Mode. When you select a trophy, the tournament name, the first year earned, the number of times participated, and the number of times won are displayed.

Rankings

View the rankings for the Variety Mode (one-player events). Move the left analog stick (directional button) left/right to switch between Total Weight, Increasing Weight, and Race.


Variety Ranking
TOTAL WEIGHT
RANKING
CHARACTER
PLAYER NAME
TOTAL WEIGHT
01 K. Davis 11 lb. 0 oz.
02 C. Lecroy 9 lb. 15 oz.
03 E. Miller 8 lb. 13 oz.
04 O. Sharp 7 lb. 11 oz.
05 S. Graham 6 lb. 10 oz.
06 A. Wicker 5 lb. 8 oz.
07 K. Farrar 4 lb. 7 oz.
DECIDE
CANCEL

OPTIONS

Change the various game settings.

Load Data

Game data is loaded from the memory card (8MB) (for PlayStation®2). When game data is loaded, all current game data is replaced.

Note that when data is loaded, all data up to then that has not been saved will be lost.

The memory card (8MB) (for PlayStation®2) must be properly inserted into the MEMORY CARD slot 1 of the console in order to use. Do not insert/remove the memory card (8MB) (for PlayStation®2) or turn off the console power during loading. There is a risk that data may be lost.

Credits

View the game credits.

Vibration

Set the vibration function for the analog controller.

Unit

Switch the display of the measurement and temperature units.
Metric/Celsius (meter and gram/Celsius)
Imperial/Fahrenheit (yard and pound/Fahrenheit)

Sound Test

This is the Sound Test Mode. You can listen to the BGM here.

Sound Options

Change the sound settings for BGM, SE, and speaker (stereo/mono). When stereo is selected, Dolby Surround Pro Logic II is supported.
See About Dolby Surround Pro Logic II, P.36.

TYPES OF FISH

Fish appearing in the game - a total of four types of Black Bass appear in the game.

- **Northern Largemouth Bass**
- **Florida Largemouth Bass**
- **Smallmouth Bass**
- **Spotted Bass**

Apart from these, the following three types of fish can also be angled.

- **Bluegill**
- **Rainbow Trout**
- **Channel Catfish**

Northern Largemouth Bass

Scientific Name: Micropterus salmoides

- This fish is commonly referred to as "Black Bass".
- It is generally called the "freshwater" sea bass.
- This fish originates from the Great Lakes region in North America, and gets its name from the fact that it has a large mouth.
- It eats other fish, capturing smaller fish in its bucket-like mouth.
- It is by far the most popular freshwater game fish because it responds to lures and puts up a good fight when hooked.
- Black Bass average about 40 cm in length, with the big ones growing to more than 70 cm.
- They instinctively guard their eggs and their young very closely, and thus are very successful at reproducing.

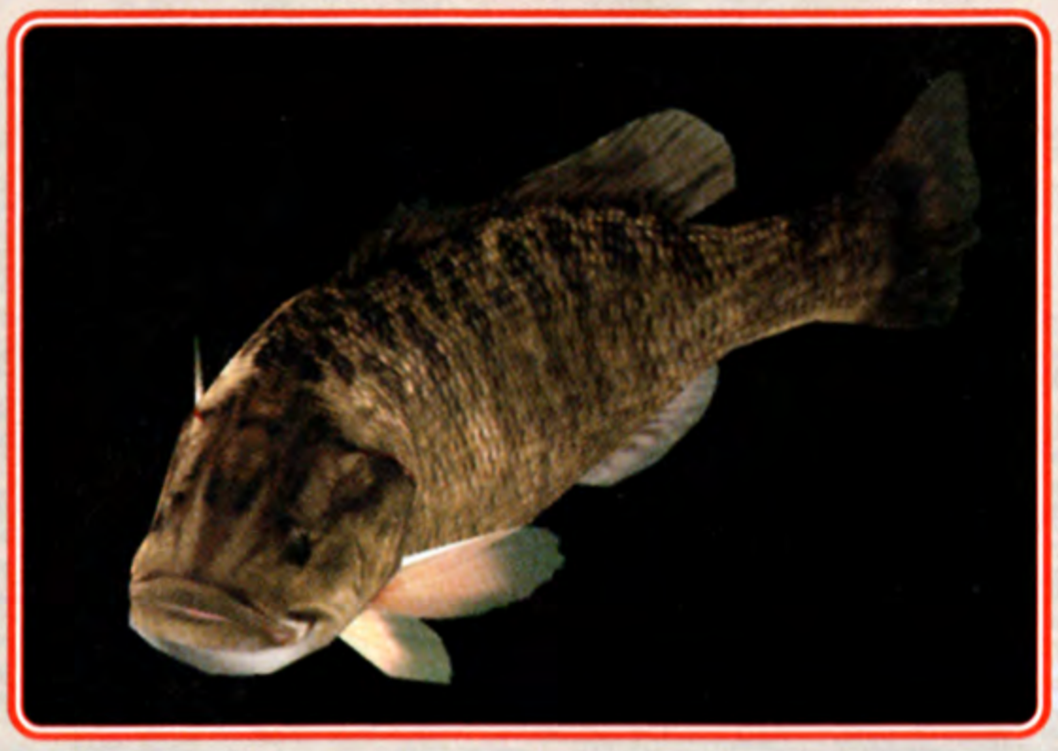
TYPES OF FISH

Florida Largemouth Bass

Scientific Name: Micropterus salmoides floridanus

- A subspecies of the Northern Largemouth Bass, it is also called the Florida Bass because it originates from the Florida Peninsula.
- Because the Florida Largemouth Bass so closely resembles the Northern Largemouth Bass, it is difficult to tell the two apart.
- Florida Bass's dorsal and ventral fins are completely separated from one another.

Smallmouth Bass



Scientific Name: Micropterus dolomieui dolomicui

- Although this bass was given its name due to its small mouth, it is a far more pugnacious fighter than the Largemouth Bass.
- Although much smaller than the Largemouth Bass, pound for pound the Smallmouth Bass is one of the gamest fish and as a result is more popular than the Largemouth Bass as a game fish.
- Prefers cooler water than the Largemouth Bass.
- Also prefers areas where the water is clear and not murky.

TYPES OF FISH

Spotted Bass

Scientific Name: Microptes punctulates punctulatus

- A cross between the Largemouth Bass and the Smallmouth Bass in appearance.
- Its name derives from the black speckles behind the scales on its lower sides that are connected to one another to form what looks like a black stripe.
- It has three subspecies: the Northern Spotted Bass; the Alabama Spotted Bass; and the Wichita Spotted Bass.
- It prefers areas with gravel bottoms and steady-moving water.
- Among bass, the Spotted Bass is capable of surviving in deep areas.

Bluegill

Scientific Name: Lepomis macrochirus

- The Bluegill is a freshwater fish of the sunfish family and originates from the same area in North America as the Black Bass. As a result, its habitat closely resembles that of the Black Bass.
- It is called Bluegill because its gills are blue.
- It is only about half the size of Black Bass at an average length of 20 cm, but it can grow up to excess of 40 cm.
- A tenacious, tough fighter, the Bluegill is a very gamey fish when hooked.
- Although the Bluegill lives on a diverse diet, it prefers meat and is very willing to take lures.

TYPES OF FISH

Rainbow Trout

Scientific Name: Oncorhynchus mykiss

- A freshwater fish from North America.
- When both males and females reach a total length of about 20 cm they develop a rainbow colored band that stretches across their sides, thus leading to the name "Rainbow Trout."
- A characteristic of Rainbow Trout is the large number of small black speckles that cover its body.
- A predator who feeds on other fish, the Rainbow Trout is very receptive to lures, just like bass.

Channel Catfish

Scientific Name: Ictalurus punctatus

- A freshwater fish found in North America.
- It has eight barbels and is scaleless.
- Although it has a diverse diet it prefers mainly small fish and frogs, and is willing to take lures.
- Its meat tastes great and is used in a wide variety of dishes. The Channel Catfish is also raised on fish farms for its meat.

HOW TO SEARCH FOR BASS

Time period: Bass tend to feed at dusk and dawn, at which time they head for a place like a sand bar where they can find prey (small fish).

Water Temperature: Bass are very sensitive to the temperature of the water.

Bass are most comfortable at a water temperature of between 16 and 21 degrees Celsius.

The temperature at the surface and the bottom of a lake is different, and changes depending on the strength of the sunlight. When fishing for bass during the summer, you should target shady areas like below dry docks because the temperature there is lower.

Structure: Bass generally tend to protect themselves by hiding out in the shade of some object. An object where a bass is likely to be hiding is called a "structure."

Structures include not only natural vegetation, such as reeds and lily pads, but also artificial objects such as dry docks. Keep in mind that not all structures in the water are visible from land.

Test a variety of different areas to find your own secret fishing spot.

Weather: Rain is accompanied by low pressure systems, which energize bass.

Rain causes the temperature of the water to change, so you should be aware as to how this will affect the bass.

Bass Environment by Season

March: It is still cold in March, so bass tend to stay still at the bottom of the lake.

Although their activity is low, they are hungry. Enticing-looking lures that they can pursue at a slow pace are recommended.

April: Bass fill themselves full with prey during this period in preparation for spawning. Lures that look like weak fish, such as crank baits, are effective for these bass.

HOW TO SEARCH FOR BASS

May: May is when bass spawn. Bass make nests in shallow water. Bass are very cautious during this period, so lures that provoke the bass are most effective. After laying eggs, the bass are physically exhausted and have a low degree of activity, but they are also very hungry.

June: During this period, the bass are finished raising the fry and are hungrily awaiting a meal. Keep in mind that they are tired and not very active. Skillful use of soft bait will be important.

July: During this period, small fish that are the main food for the bass appear. This period denotes when the bass are the least cautious and therefore easier to catch.

August: The temperature of the water in August is too high for bass. As a result, they try to beat the midday heat by hiding out in shaded areas and at the lake bottom. Keep in mind that bass are not very active during this time because they are exhausted by the summer heat.

September: In the waning summer heat the bass begin to get back their strength. Try using aggressive lures that are very enticing to the bass. Who knows, you may catch a big one.

October: In preparation for the winter months the bass have a voracious appetite.

You'll have the best luck by using topwater lures during bass feeding hours at daybreak and sunset. This month marks a change in the season, so pay attention to any changes in temperature.

November: Bass are very perceptive to changes in temperature, and become less active in the cold November waters. Make it your first priority to find an area where the water temperature looks to be relatively high.

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About Dolby Surround Pro Logic II

DOLBY SURROUND PRO LOGIC II

This game features Dolby Surround Pro Logic II 5ch surround sound during game play. To take advantage of this surround feature, select "stereo" in the sound mode option, and play back this game on a Dolby Pro Logic II or Dolby Pro Logic decoder. Audio encoded with Dolby Surround Pro Logic II can be played back via either optical cable or standard analog cable, and fully compatible with mono, stereo, and legacy Dolby Surround Pro Logic equipment.

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If you feel stuck in the game, or just need a boost, don't worry! You can call the Konami Game Hint & Tip Line for help on this software and all fine Konami products.

Konami Game Hint & Tip Line: 1-900-896-HINT (4468)
* $0.95 per minute charge
* $1.25 per minute support from a game counselor
* Touch tone phone required
* Minors must have parental permission before dialing

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Stick Bait

Lure that floats on the surface. Although shaped like a rod, it is made appealing to the fish by "walking-the-dog."

Prop Bait

Lure that floats on the surface. Provided with a propeller that spins and makes a sound when jerked.

Popper

Lure that floats on the surface. When jerked, its cup-shaped mouth makes a popping sound.

Minnow

This lure resembles a minnow, a type of bass prey, and is effective for hooking hungry fish. Comes in 3 types: floating, suspended, and sinking lures.

Crank Bait

A crank bait jiggles more than minnow lures. It glides through the water when pulled and sinks when not pulled, so its depth can be controlled easily.

Lipless Crank Bait

This lure jiggles violently and makes a large rattling noise. Bass are very perceptive to sound, so this lure is good for targeting bass over a wide area.

Buzz Bait

A wire bait with a propeller that makes a splashing sound at the surface. It draws much attention, and is good when searching for hungry bass over a wide area.

Spinner Bait

A wire bait with a propeller on top and a rubber jig on the bottom. It sinks, but surfaces when jerked. It attracts fish as its blades spin in the water.

Metallic Jig

This jig is made of metal and thus can be cast long distances and sinks quickly. It is good for targeting deep areas quickly.

Rubber Jig

A jig with a weighted hook and rubber. Its large weight makes it heavier than other lures and is suited for working deep areas just like the metallic jig.

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